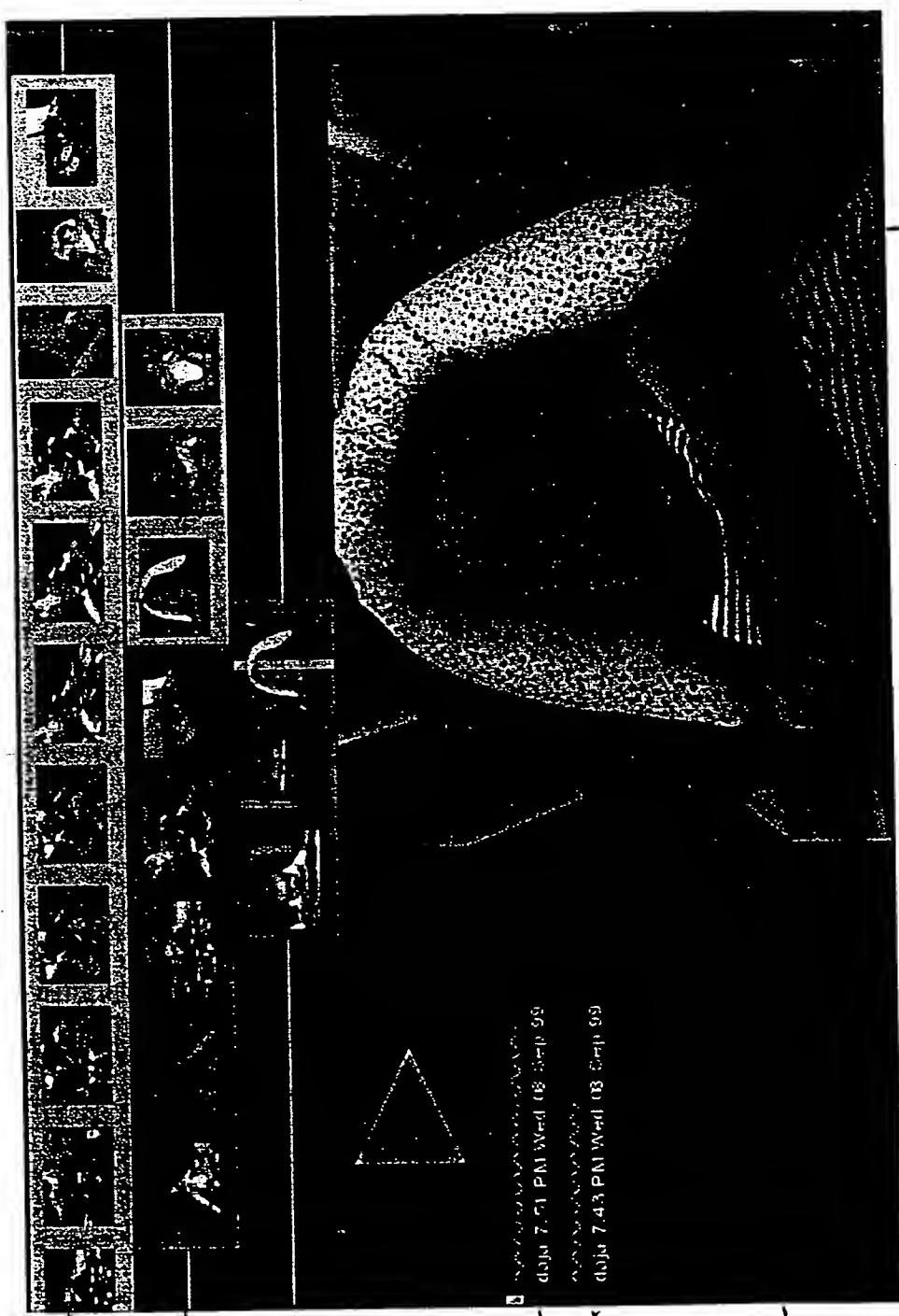


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FIGURE 1

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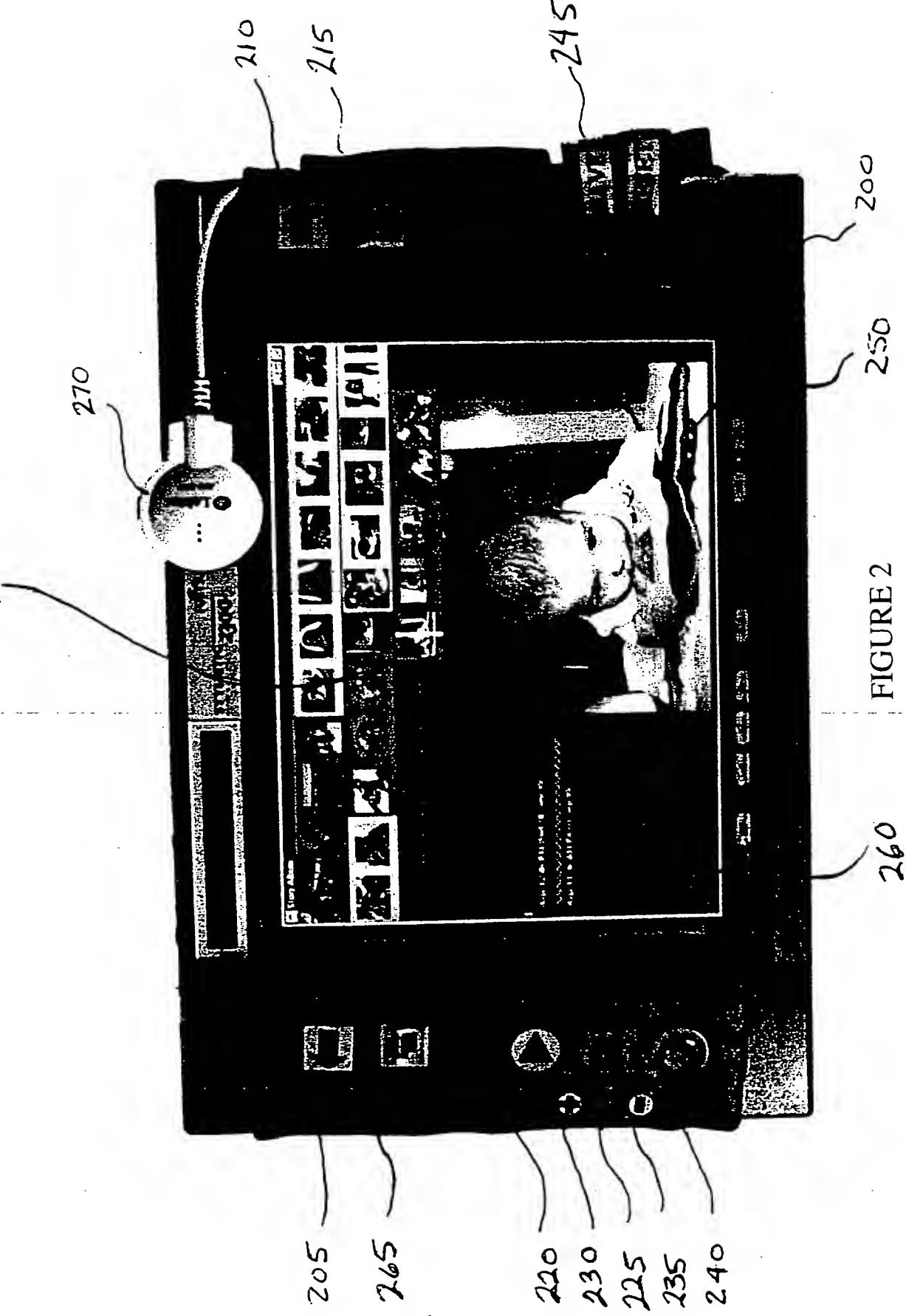


FIGURE 2

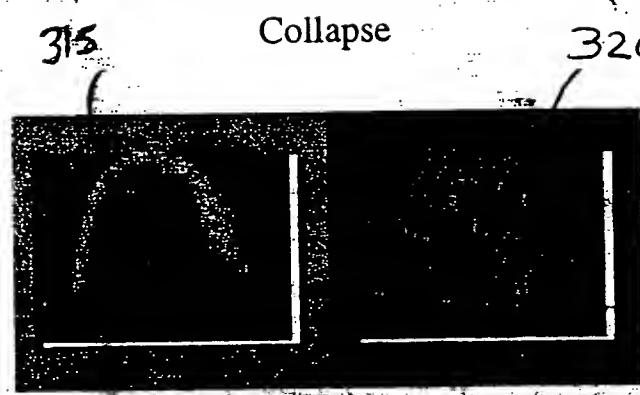
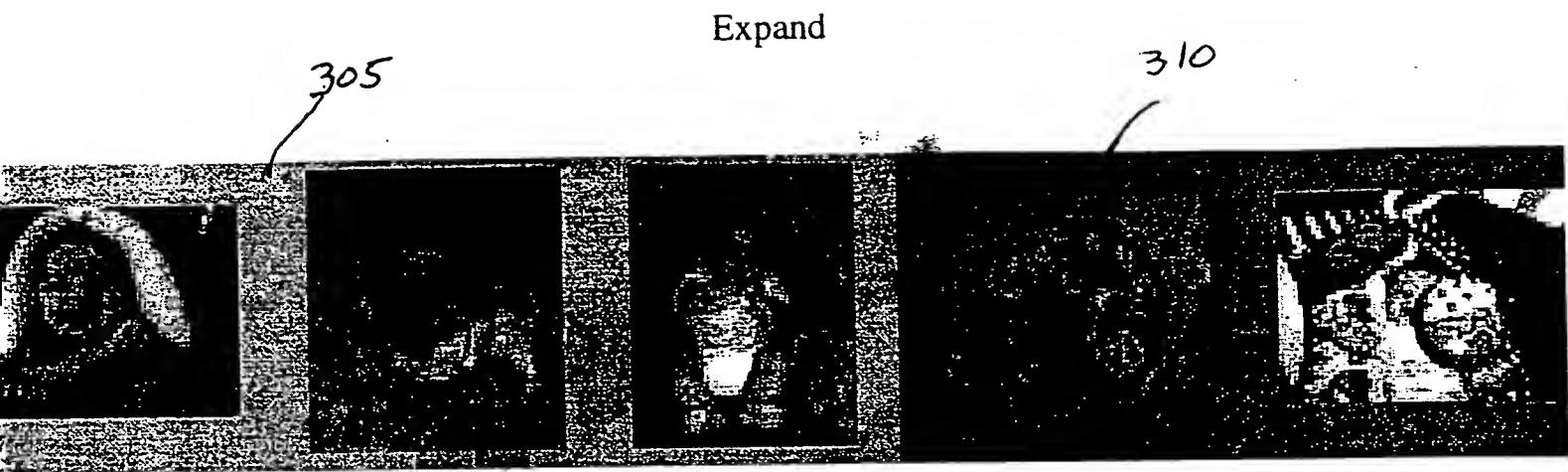


FIGURE 3

09569924 • 060500

```
<?xml version="1.0" ?>
<families>
  <family id="balabanic">
    <everything-track id="http://Server10/meta6.xml" />
    <stories-track id="http://Server11/meta7.xml" />
    <current-track id="EMPTY" />
  </users>
    <user id="marko" />
    <user id="janet" />
  </families>
```

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FIGURE 4

```

<?xml version="1.0" ?>
<story>
<image>
<photo metadata="http://Server1/meta1.xml"/>
<type type="STORY"/>
<down metadata="http://Server7/meta3.xml"/>
</image>
<image>
<photo metadata="http://Server8/meta4.xml"/>
<type type="STORY"/>
<down metadata="http://Server9/meta5.xml"/>
</image>
<image>
<photo metadata="http://Server8/meta4.xml"/>
<type type="DOCUMENT"/>
<audio-pointer>
<audio storeid="http://Server4/clip1.au" offset="0" />
</audio-pointer>
</image>
<image>
<photo metadata="http://Server5/meta2.xml"/>
<type type="DOCUMENT"/>
<audio-pointer>
<audio storeid="http://Server6/clip2.au" offset="23" />
</audio-pointer>
</image>
</story>

```

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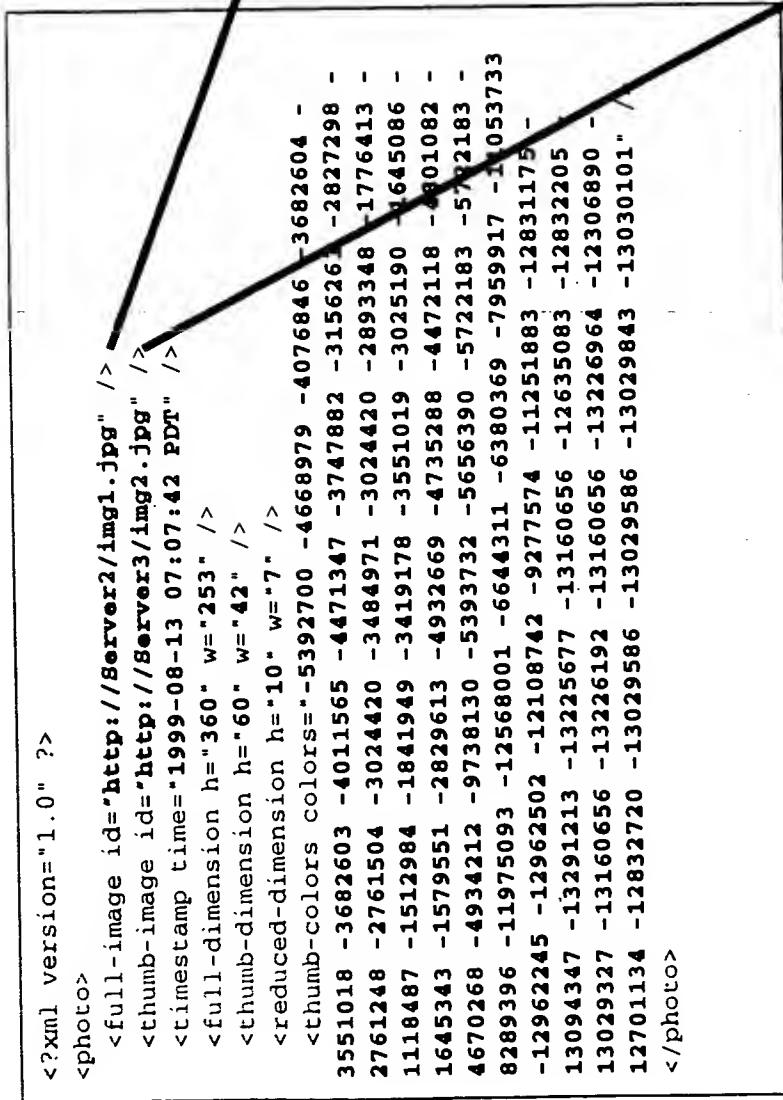
FIGURE 5A

FIGURE 5B

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FIGURE 6

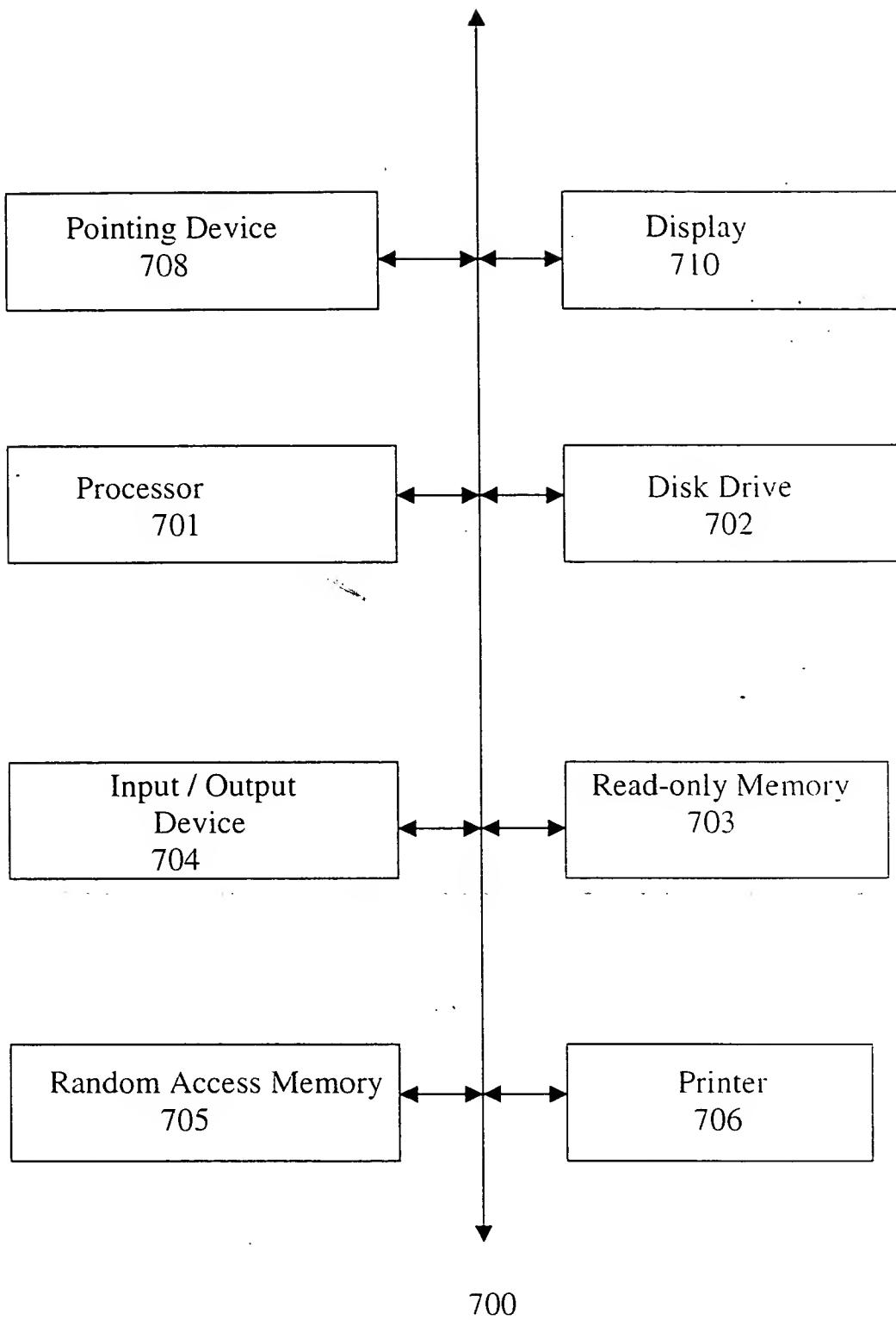


FIGURE 7

0050000042600560

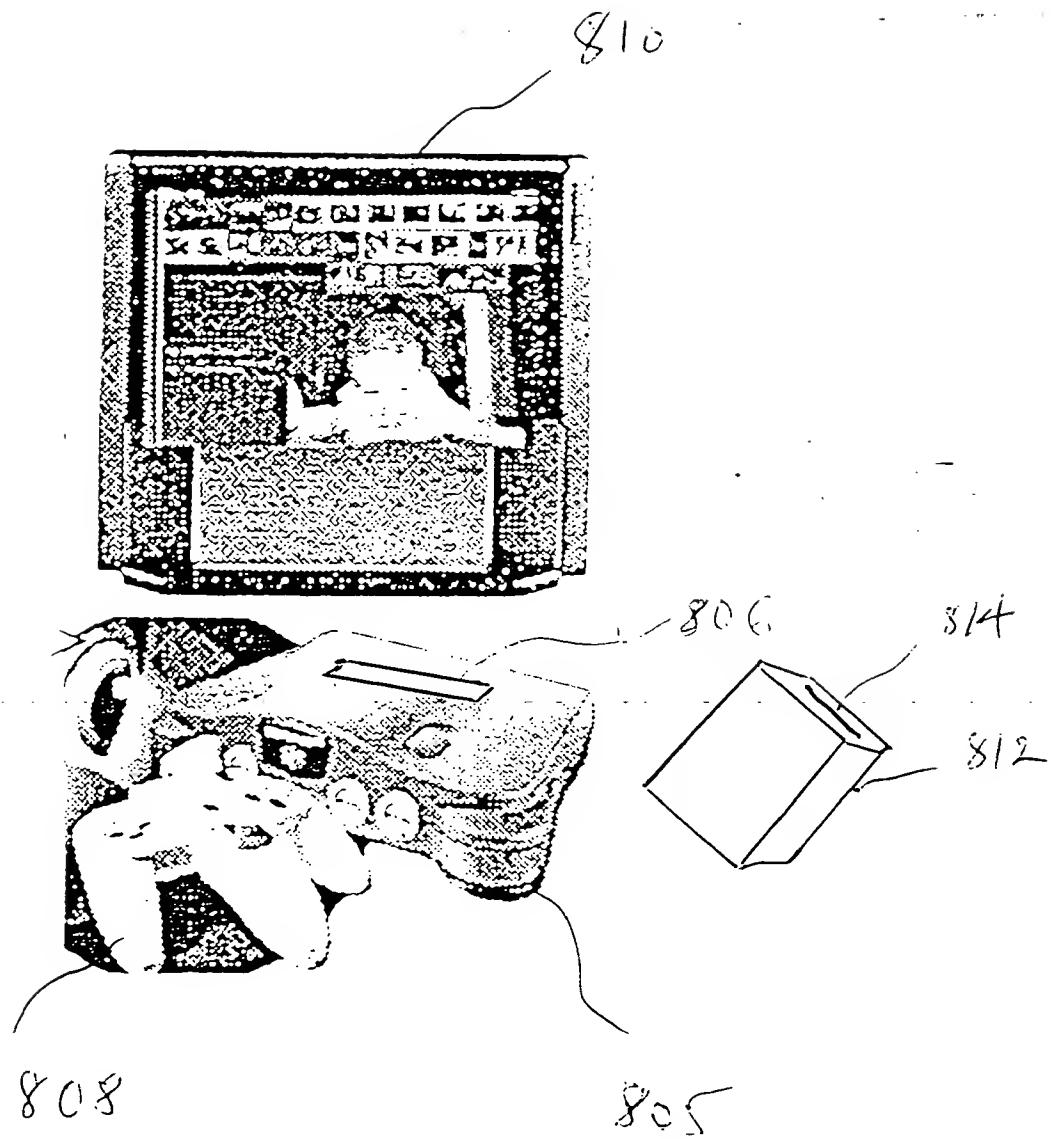


FIGURE 8

DIGITAL PHOTO ALBUM

GAME CONSOLE

Scroll to the left of the current track	<LEFT> arrow key
Scroll to the right of the current track	<RIGHT> arrow key
Scroll to the track above	<UP> arrow key
Scroll to the track below	<DOWN> arrow key
Add a media object to story	<A> button
Remove a media object from story	 button
Play a story	<C> button
Save a story	<D> button
Send a story	<START> button

FIGURE 9

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